

5 CLAIMS

1. A board game played by two or more players which teaches the fundamentals of wealth creation, wherein each player at the start of the game is assigned financial goals and a predetermined amount of "cash" with the player who first achieves his financial goal winning the game, said board game, including:

10 a game board having marked thereon a first playing track, said track being divided into sequential spaces;

at least two distinct game tokens, one for each player, which are moved along said track;

15 an economic cycle clock on said board with a movable hand, said clock having sectors representing boom, slump and recovery cycles respectively;

a plurality of cards to be shared by all players of said board game and to be drawn by individual players, said cards marked with indica, and comprising a first set of cards corresponding to the boom cycle of the said clock, a second set of cards corresponding to the slump cycle of the said clock, and a third set of cards corresponding to the recovery
20 cycle of said cycle clock, each set of said cards for each cycle of said clock comprising a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards;

one or more dices rolled by players to obtain an indication of which space on said track they should place their token;

25 said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the cycle indicated by said clock) and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash;

said opportunity cards representing a purchase which a player may make when they
30 draw said opportunity card;

said change cards when drawn by a player including instructing that player to alter position of said movable hand.

2. A board game as claimed in claim 1 wherein said board game is configured for

5 teaching the fundamentals of wealth creation by investment in real estate.

3. A board game as claimed in any one of claims 1 to 2 wherein said goal work sheets for each player are included with said board game to facilitate calculation of their financial position.

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4. A board game as claimed in any one of claims 1 to 3 wherein said board game includes job cards specifying said assigned financial goals and said cards are issued to each player at the start of the game.

15 5. A board game as claimed in any one of claims 1 to 4 wherein said job cards also name an "occupation" and an "income" from said occupation which are assigned to each player for the duration of said game.

20 6. A board game as claimed in any one of claims 1 to 5 wherein said board includes a second track of sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.

25 7. A board game as claimed in any one of claims 1 to 6 wherein said opportunity card provides an opportunity to purchase property.

8. A board game as claimed in any one of claims 1 to 7 wherein said financial goals related to said property and income from said property.

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9. A method of teaching the fundamentals of wealth creation by playing a board game wherein each player at the start of the game is assigned financial goals and a predetermined amount of "cash" wherein each player's financial position is tracked using a financial position sheet, with the player who first achieves their financial goal winning

5 the game, said board game including:

a game board having marked thereon a first playing track, said track being divided into sequential spaces;

at least two distinct game tokens, one for each player, which are moved along said track;

10 an economic cycle clock on said board with a movable hand, said clock having sectors representing boom, slump and recovery cycles respectively;

a plurality of cards to be shared by all players of said board game and to be drawn by individual players, said cards marked with indicia, and comprising a first set of cards corresponding to the boom cycle of the said clock, a second set of cards corresponding to the slump cycle of the said clock, and a third set of cards corresponding to the recovery cycle of said cycle clock, each set of said cards for each cycle of said clock comprising a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards;

20 one or more dices rolled by players to obtain an indication of which space on said track they should place their token;

said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the cycle indicated by said clock) and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash;

25 said opportunity cards representing a purchase which a player may make when they draw said opportunity card;

said change cards when drawn by a player including instructing that player to alter position of said movable hand.

30 10. A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 wherein said board game is configured for teaching the fundamentals of wealth creation by investment in real estate.

11. A method of teaching the fundamentals of wealth creation by playing a board game

5 as claimed in any one of claims 9 to 10 wherein said goal work sheets for each player are included with said board game to facilitate calculation of their financial position.

12. A method of teaching the fundamentals of wealth creation by playing a board game as claimed in any one of claims 9 to 11 wherein said board game includes job cards
10 specifying said assigned financial goals and said cards are issued to each player at the start of the game.

13. A method of teaching the fundamentals of wealth creation by playing a board game as claimed in any one of claims 9 to 12 wherein said job cards also name an "occupation"
15 and an "income" from said occupation which are assigned to each player for the duration of said game.

14. A method of teaching the fundamentals of wealth creation by playing a board game as claimed in any one of claims 9 to 13 wherein said board includes a second track of
20 sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.

25 15. A method of teaching the fundamentals of wealth creation by playing a board game as claimed in any one of claims 9 to 14 wherein said opportunity card provides an opportunity to purchase property.

16. A method of teaching the fundamentals of wealth creation by playing a board game
30 as claimed in any one of claims 9 to 15 wherein said financial goals related to said property and income from said property.

17. A game for teaching the fundamentals of wealth creation to players, said game comprising:

5 means to assign an initial financial position and goals to each player at the commencement of the game;

indicia of a first set of events, each event potentially affecting a player's financial position;

means to indicate a current phase of an economic cycle, said economic cycle
10 having two or more different phases;

indicia of a second set of events, a subset of said second set of events being associated with each phase of said economic cycle, each event potentially affecting a player's financial position; and

means to track each player's financial position from said initial position as said first
15 set of events and said second set of events affect a player's financial position

18. A game for teaching the fundamentals of wealth creation to players, said game comprising:

indicia of a first set of events, each event potentially affecting a player's financial
20 position;

means to indicate a current phase of an economic cycle, said economic cycle having two or more different phases;

indicia of a second set of events, a subset of said second set of events being associated with each phase of said economic cycle, each event potentially affecting a
25 player's financial position;

means to track each player's financial position;

employed in a process of play comprising the steps of:

- i. assigning an initial financial position and goals to each player at the commencement of the game;
- 30 ii. players in turn being pseudo-randomly affected by said first or second set of events;
- iii. tracking the affect of said events on each players financial position; and
- iv. repeating steps ii and iii until a players achieves said goal.

5 19. A game for teaching the fundamentals of wealth creation to players, said game comprising:

indicia of a first set of events, each event potentially affecting a player's financial position;

10 indicia of a second set of events each event potentially affecting a player's financial position;

means to track each player's financial position;

employed in a process of play comprising the steps of:

- 15 i. assigning an initial financial position and goals to each player at the commencement of the game;
- ii. players in turn being pseudo-randomly affected by said first or second set of events;
- iii. tracking the affect of said events on each players financial position; and
- iv. repeating steps ii and iii until a players achieves said goal;

20 characterised in that said game includes means to indicate a current phase of an economic cycle, said economic cycle having two or more different phases, wherein a subset of said second set of events is associated with each said economic phase and said economic phase affecting which subset of said second set of events affects said players.

20. A game as claimed in any one of claims 17 to 19 wherein said initial position
25 includes a predetermined amount of "cash", a predetermined job and a predetermined income from said predetermined job.

21. A game as claimed in any one of claims 17 to 20 wherein said goals include
earning a predetermined passive income.

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22. A game as claimed in any one of claims 17 to 21 wherein said initial position is allocated by job cards specifying said assigned goals and said cards are issued to each player at the start of the game.

5 23. A game as claimed in any one of claims 17 to 22 wherein said means to track each player's position comprises goal work sheets.

24. A game as claimed in any one of claims 17 to 23 wherein said assigned goals related to property and income from said property.

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25. A game as claimed in any one of claims 17 to 24 wherein said phases of said economic cycle include boom, slump and recovery.

15 26. A game as claimed in any one of claims 17 to 25 wherein said phases of said economic cycle are indicated by a clock with a movable hand, said clock having sectors representing each phase.

20 27. A game as claimed in any one of claims 17 to 26 wherein the game includes a least one track of sequential spaces, wherein at least some of said spaces contain said indicia of a first set of events.

28. A game as claimed in any one of claims 17 to 27 wherein indicia of said second set of events comprises sets of cards each card representing an event.

25 29. A game as claimed in claim 28 each subset of cards further comprises three subsets of cards a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards;

30 30. A game as claimed in any one of claims 27 to 29 wherein said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the economic phase indicated by said clock) and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash;

31. A game as claimed in any one of claims 27 to 30 wherein said opportunity cards

- 5 representing a purchase which a player may make when they draw said opportunity card and said change cards when drawn by a player including instructing that player to alter position of said movable hand.

32. A game as claimed in any one of claims 27 to 31 wherein said game includes a
10 second track of sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.